Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A method of operating a gaming device including a game operable upon a wager by a player, said method comprising:

(a) displaying a plurality of different symbols to the player;

(b) duplicating at least one of the symbols to create a set of symbols, said set of symbols including the plurality of different symbols and the symbols resulting from said duplication of symbols;

(c) sorting said symbols in the set of symbols into a plurality of divisions of the symbols;

(d) enabling the player to select one of the divisions of symbols;

(e) ~~repeating steps (a) to (d) until the selected division has only one symbol, each time~~ decreasing an amount of symbols in the set by eliminating the symbols not associated with the ~~previously~~ selected division if there is more than one symbol in the selected division;~~ and~~

(f) displaying the remaining symbols to the player if there is more than one symbol in the selected division;

(g) repeating (b) to (g) until the selected division has only one symbol remaining; and

(h) providing an award to the player based on the symbol of the selected division if the symbol is the only symbol in the selected division.

Claim 2 (original): The method of Claim 1, which includes duplicating a plurality of the symbols, wherein no duplicated symbol in the set exists more times than the number of divisions created by the sorting.

Claim 3 (original): The method of Claim 1, wherein sorting the symbols includes placing a same amount of the symbols in each division.

Claim 4 (original): The method of Claim 1, wherein sorting the symbols includes not placing the same symbol twice in any of the divisions.

Claim 5 (original): The method of Claim 1, wherein sorting the symbols includes placing at least one extra symbol in at least one of the divisions if the number of symbols in the set is not evenly divisible by the number of divisions.

Claim 6 (original): The method of Claim 1, wherein sorting the symbols includes determining the number of divisions so that the set of symbols is evenly divisible by the number of divisions.

Claim 7 (original): The method of Claim 1, wherein a total amount of symbols in all of the divisions is less than the symbols in the set.

Claim 8 (original): The method of Claim 1, which includes revealing the symbols in the divisions after the player selects one of the divisions.

Claim 9 (original): The method of Claim 1, which includes randomly generating an award for the player if the symbol of the selected division is a mystery symbol that has been placed in the selected division.

Claim 10 (currently amended): The method of Claim 1, wherein steps (a) to (fh) are controlled via a data network.

Claim 11 (original): The method of Claim 10, wherein the data network includes an internet.

Claim 12 (currently amended): The method of Claim 1, wherein instructions for implementing ~~steps~~ (a) to (f~~h~~) are stored on a computer storage device.

Claim 13 (currently amended): The method of Claim 1, wherein <u>each of said plurality of different</u> ~~the~~ symbols <u>is</u>~~are~~ <u>a</u> number~~s~~ representing an award ~~for the player~~.

Claim 14 (currently amended):   A method of operating a gaming device having a game operable upon a wager, said method comprising:

(a)   displaying a plurality of different symbols to the~~a~~ player;

(b)   sorting said symbols into a plurality of divisions of symbols without revealing to the player which symbols are sorted into which divisions;

(c)   enabling the player to select one of the divisions of symbols;

(d)   <u>decreasing the amount of different symbols</u> ~~repeating steps (a) to (c)~~ if the selected division includes more than one symbol~~, wherein the amount of different symbols in repeated step (a) is equal to the amount of different symbols in the previously selected division~~;

<u>(e)   displaying the remaining different symbols to the player if the selected division includes more than one symbol;</u>

<u>(f)   repeating (b) to (e) if the selected division includes more than one symbol, wherein the amount of the remaining different symbols displayed equals the amount of different symbols in the selected division;</u> and

(e<u>g</u>)   providing an outcome to the player based on the symbol of the selected division if the symbol is the only symbol in the selected division.

Claim 15 (original): The method of Claim 14, which includes duplicating at least one of the symbols before sorting the symbols into the divisions, wherein the symbols resulting from duplication are sorted into the divisions.

Claim 16 (currently amended):   The method of Claim 14, wherein ~~steps~~ (a) to (e<u>g</u>) are controlled via a data network.

Claim 17 (original): The method of Claim 16, wherein the data network includes an internet.

Claim 18 (currently amended):   The method of Claim 14, wherein instructions for implementing ~~steps~~ (a) to (e<u>g</u>) are stored on a computer storage device.

Claim 19 (currently amended):   The method of Claim 14, wherein <u>each of said plurality of different</u>the symbols <u>is</u>are <u>a</u> numbers representing an award ~~for the player~~.

Claim 20 (currently amended):   A method of operating a gaming device having a game operable upon a wager by a player, said method comprising:

(a)   displaying a plurality of different symbols to ~~a~~the player;

(b)   sorting said symbols into a plurality of divisions of symbols without revealing to the player which symbols are sorted into which divisions;

(c)   enabling the player to select one of the divisions of symbols;

(d)   decreasing the amount of different symbols if the amount of different symbols in the selected division is greater than the current number of divisions~~repeating steps (a) to (c) at least once~~;

(e)   displaying the remaining different symbols to the player if the amount of different symbols in the selected division is greater than the current number of divisions;

(f)   repeating (b) to (e) at least once, wherein the amount of the remaining different symbols displayed~~in repeated step (a)~~ ~~is~~equals ~~an~~the amount of symbols in the ~~previously~~ selected division; and

(eg)   providing an outcome to the player based on any symbols in the selected division after repeating ~~steps~~ (a~~b~~) to (e~~e~~) at least once.

Claim 21 (original): The method of Claim 20, which includes duplicating at least one of the symbols to create a set of symbols before sorting.

Claim 22 (currently amended):   The method of Claim 20, wherein ~~steps~~ (a) to (eg) are controlled via a data network.

Claim 23 (original): The method of Claim 22, wherein the data network includes an internet.

Claim 24 (currently amended):   The method of Claim 20, wherein instructions for implementing steps (a) to (eg) are stored on a computer storage device.

Claim 25 (currently amended):   The method of Claim 20, wherein <u>each of said plurality of different</u> ~~the~~ symbols <u>is</u>~~are~~ <u>a</u> numbers representing an award ~~for the player~~.

Claim 26 (currently amended):   A method of operating a gaming device having a game operable upon a wager by a player, said method comprising:

(a)   displaying a plurality of different symbols to a~~the~~ player;

(b)   sorting said symbols into a plurality of divisions of symbols without revealing to the player which symbols are sorted into which divisions;

(c)   enabling the player to select one of the divisions of symbols;

(d)   ~~repeating steps (a) to (c) until the selected division has a designated number of symbols, said designated number being at least one, each time~~ decreasing the amount of different symbols ~~in step (a)~~ based on the symbols sorted into the ~~previously~~ selected division if the selected division has a number of symbols greater than a designated number of symbols, said designated number being greater than one;

(e)   displaying the remaining different symbols to the player if the selected division has a number of symbols greater than said designated number of symbols;

(f)   repeating (b) to (f) until the selected division has said designated number of symbols; and

(eg)   providing an outcome to the player based on any of the symbols of the selected division if the selected division has said designated number of symbols.

Claim 27 (original): The method of Claim 26, which includes duplicating at least one of the symbols to create a set of symbols before sorting.

Claim 28 (currently amended):   The method of Claim 26, wherein ~~steps~~ (a) to (eg) are ~~through~~controlled via a data network.

Claim 29 (original): The method of Claim 28, wherein the data network includes an internet.

Claim 30 (currently amended):   The method of Claim 26, wherein instructions for implementing ~~steps~~ (a) to (eg) are stored on a computer storage device.

Claim 31 (currently amended):   The method of Claim 26, wherein <u>each of said plurality of different</u> ~~the~~ symbols <u>is</u>~~are~~ <u>a</u> numbers representing an award ~~for the player~~.

Claim 32 (currently amended):   A method of operating a gaming device having a game operable upon a wager by a player, said method comprising:

(a)   displaying a plurality of different symbols to a~~the~~ player;

(b)   sorting said symbols into a plurality of divisions of symbols without revealing to the player which symbols are sorted into which divisions;

(c)   enabling the player to select one of the divisions of symbols;

(d)   ~~repeating steps (a) to (c) until the amount of different symbols in repeated step (a) is the same as the number of divisions in the repeated step (a), each time~~ decreasing the amount of different symbols if the number of symbols in the selected division is greater than the current number of divisions of symbols ~~in step (a)~~;

(e)   displaying the remaining different symbols;

(f)   repeating (b) to (f) until an amount of different symbols previously displayed in (e) is the same as the current number of divisions of symbols; and

(eg)   providing an outcome to the player based on any of the symbols of the selected division when the amount of different symbols previously displayed in ~~in repeated step~~ (ae) is the same as the current number of divisions of symbols~~in the repeated step (a)~~.

Claim 33 (original): The method of Claim 32, which includes duplicating at least one of the symbols to create a set of symbols before sorting.

Claim 34 (currently amended):   The method of Claim 32, wherein steps (a) to (eg) are controlled via a data network.

Claim 35 (original): The method of Claim 34, wherein the data network includes an internet.

Claim 36 (currently amended):   The method of Claim 32, wherein instructions for implementing ~~steps~~ (a) to (eg) are stored on a computer storage device.

Claim 37 (currently amended):   The method of Claim 32, wherein <u>each of </u>the plurality of different symbols <u>is</u>~~are~~ <u>a </u>numbers representing an award ~~for the player~~.

Claim 38 (currently amended):   A method of operating a gaming device having a game operable upon a wager, said method comprising:

(a)   displaying a plurality of different symbols to a player;

(b)   sorting said symbol~~s~~ into a plurality of divisions of symbols without revealing to the player which symbols are sorted into which divisions;

(c)   enabling the player to select one of the divisions of symbols;

(d)   ~~repeating steps (a) to (c) until an amount of symbols in the previously selected division equals the number of divisions in the current repeat of the steps, each time~~ decreasing the amount of different symbols if the amount of symbols in the selected division is greater than the current number of divisions ~~in step (a)~~;

(e)   displaying the remaining different symbols to the player if the amount of symbols in the selected division is greater than the current number of divisions;

(f)   repeating steps (b) to (f) until the amount of symbols in a previously selected division equals the current number of divisions; and

(e~~g~~)   providing an outcome to the player based on any of the symbols of the selected division when the amount of symbols in the previously selected division equals the current number of divisions ~~in the current repeat of the steps~~.

Claim 39 (original): The method of Claim 38, which includes duplicating at least one of the symbols to create a set of symbols before sorting.

Claim 40 (currently amended):   The method of Claim 38, wherein ~~steps~~ (a) to (e~~g~~) are ~~through~~controlled via a data network.

Claim 41 (original): The method of Claim 40, wherein the data network includes an internet.

Claim 42 (currently amended):   The method of Claim 38, wherein instructions for implementing ~~steps~~ (a) to (e~~g~~) are stored on a computer storage device.

Claim 43 (currently amended):   The method of Claim 38, wherein <u>each of said plurality of different</u> ~~the~~ symbols <u>is</u>~~are~~ <u>a</u> numbers representing an award ~~for the player~~.

Claim 44 (currently amended):   A method of operating a gaming device having a game operable upon a wager by a player, said method comprising:

(a)   displaying a plurality of different symbols to the player;

(b)   sorting said symbols into a plurality of divisions of symbols without revealing to the player which symbols are sorted into which divisions;

(c)   enabling the player to select one of the divisions of symbols;

(d)   ~~repeating steps (a) to (c) until the selected division has only one symbol, each time~~ decreasing ~~an~~the amount of <u>different</u> symbols placed in the divisions <u>in the next occurrence of (b) if the selected division has more than one symbol</u>;

<u>(e)   displaying the remaining different symbols to the player if the selected division has more than one symbol</u>;

<u>(f)   repeating (b) to (e) if the selected division has more than one symbol;</u> and

(~~e~~g)   providing an outcome to the player based on the symbol of the selected division if the symbol is the only symbol in the selected division.

Claim 45 (original): The method of Claim 44, which includes duplicating at least one of the symbols to create a set of symbols before sorting.

Claim 46 (currently amended):   The method of Claim 44, wherein ~~steps~~ (a) to (~~e~~g) are controlled via a data network.

Claim 47 (original): The method of Claim 46, wherein the data network includes an internet.

Claim 48 (currently amended):   The method of Claim 44, wherein instructions for implementing ~~steps~~ (a) to (~~e~~g) are stored on a computer storage device.

Claim 49 (currently amended):   The method of Claim 44, wherein <u>each of said plurality of different</u> ~~the~~ symbols ~~are~~ <u>is a</u> numbers representing an award ~~for the player~~.